

OPEN TURF DIVISION ONE ; TWO and THREE
(2-day fixtures: compulsory closure after 50 overs if not all out)

NOTE: Parents, coaches and children are reminded that the development of players' skills and having fun are much more important than winning. On-field coaching or coaching from the boundary is prohibited in this competition. Open Turf division games that are played on 'Turf' wickets the wearing of cricket spikes when batting or bowling is compulsory.

1. Hours of Play: 8:00 am to 11.15am (sharp), Note all times are QLD time regardless of ground location
2. Overs per Innings: 50 overs maximum
3. Bowlers to bowl from alternate ends as per normal Laws of Cricket.
4. A team consist of a maximum of 13 players all of whom may bat and bowl, but 11 fieldsmen only shall be allowed on the field of play at any one time. Ten (10) wickets must fall for a side to be all out.
 - 4.1 **In Division Three only. A team is considered all out when 10 wickets have fallen, if a team does not have a full complement of players, the batting team is able to continue batting using previously dismissed batters until all 10 wickets have been taken. The order of returning batsman will be lowest scoring batsman first.**
5. All games are subject to Compulsory Closure. Provided that no time has been lost through conditions, compulsory closure will occur at the allotted time of play (11.15 am). Should the team batting first, having not been dismissed, nor declared its innings closed, not receive the required number of overs in the time allotted and have its innings compulsorily closed, the team batting second shall be entitled only to the same number of overs as that faced by the team which batted first (Example 1).

The maximum number of overs to be received by both teams in the first innings is 50. (Example 2).

It is the responsibility of both coaches to ensure that overs are bowled as efficiently as possible to ensure the 50 overs are bowled within the time allotted, e.g. a minimum of 16/17 overs should be bowled each hour including a drinks break.

The team batting second MUST receive the same number of overs bowled to them as they bowled to the opposition within the allotted time of play (subject to there being no interruptions to play). In the event of there being a shortfall of overs bowled, the team batting second will receive penalty runs (added to sundries) in the amount of 6 runs per over not bowled (Example 2a). ONLY can be applied by an OFFICIAL umpire, if present (not the coaches).

Example 1

Team A batting first receives 47 overs from Team B in the allotted time 8.00 a.m. to 11.15 a.m. on the first Saturday of the match and has not been dismissed nor declared its innings closed – innings compulsorily closed. Team B batting second must then receive a maximum of 47 overs from Team A in the allotted time the following Saturday.

Example 2

Team A batting first is dismissed, or declared its innings closed in say 25 overs within the allotted time on the first Saturday of the match.

Team B batting second may then receive the full complement of 50 overs from Team A in the remaining allotted time of the match (i.e. over both Saturdays) and, if time then remains, Team A then commences its second innings.

Example 2a

Team A batting first receives 50 overs from Team B in the allotted time 8.00 a.m. to 11.15a.m. and scores 135 for the loss of 5 wickets – innings compulsorily closed.

Team B batting second then receives only 52 overs from Team A in the allotted time 8.00 a.m. to 11.15 a.m. and scores 125 for the loss of 7 wickets – innings compulsorily closed.

Team B receives 18 penalty runs (3 overs x 6 runs), which when added to the actual runs scored of 125 makes a total of 143. Team B is declared the winner of the game. ONLY can be applied by an OFFICIAL umpire, if present (not the coaches).

Games involving more than 1 innings per team

In the event of either or both batting teams having been dismissed and/or declared its innings closed, the second innings of the match shall be determined solely by time (Example 3).

Example 3

Team A batting first is dismissed for 110 runs in 20 overs within the allotted time on the first Saturday of the match. Team B batting second (and being entitled to receive the full complement of 50 overs from Team A in the remaining allotted time of the match, i.e. over both Saturdays) declares its innings closed at 5 for 220 after 40 overs at, say, 9.00 am on the second Saturday. After 10 minutes for change of innings, Team B may bowl an unlimited number of overs at Team A until close of play at 11.15 a.m. If Team A is dismissed or declares its second innings closed, after a 10 minutes change of innings, Team B may then bat through the scheduled close of play (11.15 a.m.).

6. To enforce the follow-on in the quest for an outright victory, the team batting first must lead by at least 75 runs.
7. Unless one team has been previously dismissed, each team must have completed at least 20 overs, for a result to be declared. The winner shall be determined on the run rate on a count back of completed overs at termination of play of the team batting second (refer “Conditions of play 2-Day Fixtures”).
8. Fielders are permitted within the 10 metre radius provided they wear protective gear; i.e. a minimum of helmet and groin protector, but under no circumstances closer than 5 metres. In the event of the nonadherence of this law, the Umpire shall give a warning to the Team Captain and for any continued breach of this rule the Umpire shall call "no ball".

A maximum of five (5) fieldsmen are permitted on the leg side.

Note:

Age restrictions for FAST youth bowlers are as per Cricket Australia's recommendations. Check MCC laws of cricket or Cricket Australia handbook IE: A FAST bowler may bowl a maximum of overs bowled unchanged then the FAST bowler rests until the same number of overs have been bowled from the end at which he was bowling, regardless of any break in play. There shall also be a limit that a FAST bowler may bowl in a day. All ages are from taken from 31st August of each year.

BOWLING RESTRICTIONS:

Division One & Two

- ☐ Under 17 - 6 overs in a spell and 10 overs in a day
- ☐ Under 16 - 6 overs in a spell and 10 overs in a day
- ☐ Under 15 - 5 overs in a spell and 10 overs in a day

Division Three

- ☐ Under 17 - 4 overs in a spell and 7 overs in a day
- ☐ Under 16 - 4 overs in a spell and 7 overs in a day
- ☐ Under 15 - 4 overs in a spell and 7 overs in a day

9. The maximum number of overs (**in division one and two only**) per innings for all bowlers shall be 1/5th of the overs available for the innings. The maximum number of overs per spell for “fast bowlers” is 5 for Under 15s and 6 for Under 17s. “Slow bowlers” may bowl their maximum number of overs for the innings in a single spell. Fast bowlers (in division one and two) must be rested for twice the number of overs bowled at the completion of a spell, e.g. having been rested after bowling 3 overs, a fast bowler cannot bowl again until another 6 overs have been bowled, 4 over spell, 8 over rest and so on.

Fast Bowler - For the purpose of this rule, a fast bowler will be deemed as such if the wicket keeper would usually stand back from the stumps.

Slow Bowler - For the purpose of this rule, a slow bowler will be deemed as such if the wicket keeper would usually stand up to the stumps.

10. There is a retirement score of 100 runs in divisions one and two and **75 runs retirement in division 3** . In the absence of injury, a batsman can only retire after facing a minimum of 25 legal deliveries (excluding wides and no balls). Batsmen retired may resume their innings after all 12 other players have batted in the strict order of their retirement.

If retired hurt/injured, a batsman may resume play at the fall of any wicket.

11. Premiership and bonus points are applicable in this age group - refer Rule 12 for specific point's details. Finals will be played, format to be announced.

12. A Kookaburra “CGC” or “Cricket Gold Coast” stamped 156g ball is to be used.

13. Ten minutes between innings is a maximum break.

14. Recommended field size – senior boundary.

15. The batting team will provide the main/central umpire and the fielding team will provide the square leg umpire, unless an official umpire provided by the association is present.

15.1 Official umpires shall each be paid \$40 per team per day.

OPEN TURF DIVISIONS

(1-day fixtures) Division One, Two and Three

NOTE: Parents, coaches and children are reminded that the development of players' skills and having fun are much more important than winning. On-field coaching or coaching from the boundary is prohibited in competition games for U13's and above

1. Hours of Play: 8.00 am to 11.15 am (sharp)
 - a. Team one: 8.00 am to 9.33 am
 - b. Team two: 9.43 am to 11.15 am
 - c. Note all times are QLD time regardless of ground location
2. Overs per Innings: 25
3. A team shall consist of a maximum of 13 players all of whom may bat and bowl, but eleven fieldsmen only shall be allowed on the field of play at any one time. Ten (10) wickets must fall for a side to be all out.
 - 3.1 In Division three only - A team is considered all out when 10 wickets have fallen, if a team does not have a full complement of players, the batting team is able to continue batting using previously dismissed batters until all 10 wickets have been taken. The order of returning batsman will be lowest scoring batsman first.
4. Bowlers to bowl from alternate ends as per normal Laws of Cricket.
5. All games are subject to Compulsory Closure. Provided that no time has been lost through conditions, compulsory closure will occur at the allotted time of play. Should the team batting first, having not been dismissed, not receive the required number of overs in the time allotted and have its innings compulsorily closed, the team batting second shall be entitled only to the same number of overs as that faced by the team which batted first (Examples 1a and 1b).

The team batting second **MUST** receive the same number of overs bowled to them as they bowled to the opposition within the allotted time of play (subject to there being no interruptions to play). In the event of there being a shortfall of overs bowled, the team batting second will receive penalty runs (added to sundries) in the amount of 6 runs per over not bowled (Example 2). **ONLY** can be applied by an **OFFICIAL** umpire, if present (not the coaches).

It is the responsibility of both coaches to ensure that overs are bowled as efficiently as possible to ensure the 25 overs are bowled within the time allotted, e.g. a minimum of 18/19 overs should be bowled in the first hour including a drinks break.

Example 1a

Team A batting first receives 22 overs from Team B in the allotted time 8.00 a.m. to 9.33 a.m. and scores 120 for the loss of 5 wickets – innings compulsorily closed.

Team B batting second **MUST** then receive 22 overs from Team A in the allotted time 9.43 a.m. to 11.15 a.m.

Example 1b

Team A batting first is dismissed in 19 overs within the allotted time 8.00 a.m. to 9.33 a.m. Team B batting second MUST then receive the full complement of 25 overs from Team A in the remaining allotted time 9.43 a.m. to 11.15 a.m.

Example 2

Team A batting first receives 25 overs from Team B in the allotted time 8.00 a.m. to 9.33 a.m. and scores 120 for the loss of 5 wickets – innings compulsorily closed.

Team B batting second then receives only 21 overs from Team A in the allotted time 9.43 a.m. to 11.15 a.m. and scores 110 for the loss of 7 wickets – innings compulsorily closed.

Team B receives 18 penalty runs (3 overs x 6 runs), which when added to the actual runs scored of 110 makes a total of 128. Team B is declared the winner of the game. ONLY can be applied by an OFFICIAL umpire, if present (not the coaches).

6. At least 6 bowlers must be used, with a maximum of 5 overs each. In the event of a match being limited to less than the allocated overs, the sum total of overs available shall be divided by 5 and no bowler shall bowl more than the result, e.g. if the number of allocated overs has been reduced to 20, the maximum number of overs to be bowled by each bowler is 4.

Umpires are instructed to apply a very strict and consistent interpretation of the law to prevent negative bowling. On the leg side a ball landing clearly outside the leg stump going further away should be called a wide. The same provisions do not apply if the striker makes contact with the ball.

7. There is a retirement score of 100 runs in divisions one and two. **The retirement score of 75 runs in division three.**
8. In the absence of injury, a batsman can only retire after facing a minimum of 25 legal Deliveries (excluding wides and no balls). Batsmen retired may resume their innings after all other players named have batted in the strict order of their retirement.

If retired hurt/injured, a batsman may resume play at the fall of any wicket.

9. The winner shall be the side that scores the most runs irrespective of wickets lost. There are no outright results in one day fixtures. The team batting second should complete the innings regardless of whether a result has been achieved, e.g.

Team A – all out for 75 after 20 overs

Team B – should bat for a maximum of 25 overs unless dismissed earlier

NOTE – If BOTH teams agree, the game may finish once a result has been achieved.

10. Premiership and bonus points are applicable in this age group - refer Rule 12 for specific point's details. Finals will be played, format to be announced.
11. If play is delayed and/or interrupted (by weather or other considerations) the number of overs allocated to each team shall be reduced by 1 over for every 4 minutes of time lost. If play is not possible, the match shall be declared a draw.

Each team must receive a minimum of 15 overs for there to be a match.

12. A Kookaburra “CGC” or “Cricket Gold Coast” stamped 156g ball is to be used.

13. Ten minutes between innings is a maximum break.

14. Recommended field size - senior boundary.

15. The batting team will provide the main/central umpire and the fielding team will provide the square leg umpire, unless an official umpire provided by the association is present.

15.1 Official umpires shall each be paid \$40 per team per day.